TIGER ELECTRONICS INC.

AGES 5 & UP
MODEL 65-103

Giga Faces!
your Virtual Facemaker™

INSTRUCTIONS

651030001IWTIE-01

GIGA FACES

IT'S ABOUT FACE! A PRACTICALLY UNLIMITED NUMBER OF FACES!

With your **GIGA FACES** unit, you can create practically an unlimited number of faces!

If you thought all a face could do was smile or frown, you're in for a BIG surprise! With your **GIGA FACES** unit, you have six different "Face" games to play, which generate faces, faces, and more faces — that actually INTERACT with you!

1. SIX GAME MODES:

GAME MODE 1: MEMORY FACE MATCH

A face will flash on screen for a limited time. The face will include eleven different kinds of facial features, including eyes, hair, nose, and so many more! Then within each feature, there are several variations. USING YOUR MEMORY, try to compose the face that flashed on screen!

GAME MODE 2: MEMORY FACE MATCH — A 2 PLAYER "TIME" MATCH

Same as mode 1 except that it's for 2 players — and each player has a time limit for solving the face!

GAME MODE 3: FACE SAVER

Create 10 faces, by mixing all the facial features you've discovered in games 1 and 2. Then you can save up to 10 faces — and name each face!

GAME MODE 4: TAKE CARE OF YOUR GIGA FACES

Depending on whether you select a "boy" or a "girl" face, you can select and activate a whole smorgasbord of grooming activities for taking care of your face! Like our famous Giga Pets, you'll hear a beep, and then it's time to perform a grooming activity!

GAME MODE 5: CREATE YOUR OWN FACES — ONE DOT AT A TIME

In game 5, your unit serves as a drawing pad. The possibilities for different faces are practically endless — because you create the face — dot by dot! You can also save and give a name to one of your favorite face creations!

GAME MODE 6: GUESS WHO!

This mode is multi-player. The first player composes a face using the facial features of games 1, 2, and 3 and gives a name to the face. Then the second player (or as many players as you want), can see this face and guess who this face belongs to. A timer is activated and before time expires, the second player should type in the correct name of the face!

2. DOWNTIME FUN!

There are also tons of faces that come already created in your GIGA FACES. When you're between games — and even during games — these faces will come alive and perform "downtime" activities for you — all the best things a face can do — smile, wink, and so much more!

3. YOUR GIGA FACES KEYPAD

ON/OFF
MENU/QUIT
LEFT

UP
EDIT
ENTER
RIGHT
DOWN
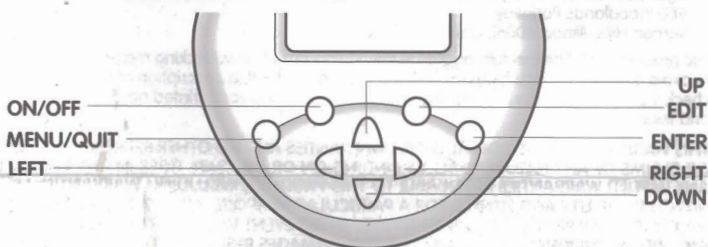
ON/OFF — turn on the game and takes you to main menu.
— turn off the game (only the time will show on screen).
EDIT — edit the time and name of face.
— edit the faces stored in mode 3.
— turn off the dot on the screen in mode 5.
— toggle between the "face display" screen and "entering name" screen in mode 6.
LEFT — to move the cursor left when setting the time.
— change the mode icon selection left on main menu.
— change the variation of the facial feature left (when composing faces).
— toggle between "face display" and "name display" in mode 3.
— move the cursor left in mode 5.
RIGHT — to move the cursor right when setting the time.
— change the mode icon right on main menu.
— change the variation of the facial feature right (when composing faces).
— change the cursor right when editing a name.
— toggle between "face display" and "name display" in mode 3.
— move the cursor right in mode 5.

ENTER — to confirm the time on the clock.
— to confirm mode selection when toggling through the modes in the menu.
— confirm the face composed and saved in all modes.
— to generate the next face in modes 1 and 2.
— confirm the name edited or created and saved in all related modes.
— create a new face in mode 3.
— turn on the dot to black in mode 5.
— confirm the selection of the grooming sequence and start the sequence in mode 4.
QUIT/MENU — quit from the selected mode to the main menu.
UP — to toggle the digits up when setting the time.
— change to the previous facial feature to be selected in all modes.
— change to the previous letter in name editing.
— change to the previous number in clock editing.
— change to the previous record to be displayed in mode 3.
— move cursor up in mode 5.
— select previous grooming sequence in mode 4.
DOWN — to toggle the digits down when setting the time.
— change to the next facial feature to be selected in all modes.
— change to the next letter in name editing.
— change to the next number in clock editing.
— change to the next record to be displayed in mode 3.
— move cursor down in mode 5.
— select next grooming sequence in mode 4.
RESET — Press the RESET button on the back of the unit to reset the game if your unit malfunctions.

4. HOW TO PLAY

THE TIME

To start the game, pull the plastic tab from the back of your GIGA FACES unit and throw it away. Once you turn your GIGA FACES unit on, it should stay on. You never have to turn it off! It's really important that you set the clock on your GIGA FACES unit to the correct time because in addition to playing all the games, you will also be taking care of faces! You will be asked to set the correct time on the clock. Use LEFT/RIGHT to move the cursor and UP/DOWN to toggle the digits. Then press ENTER to confirm the time. When using the unit for the first time, press the RESET button.
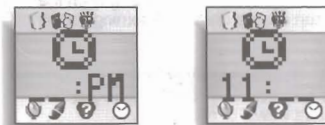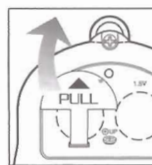
YOUR NAME

Then enter your own name. Use **RIGHT** to move the cursor and **UP/DOWN** to toggle the letters. Press **ENTER** to confirm your name.
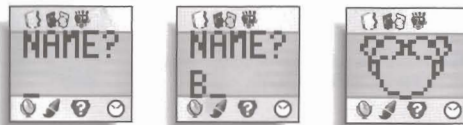
MAIN MENU

Once you've entered your name, the unit goes into the main menu with the six game icons showing on screen. The default is set for mode 1. You can use the **ON/OFF** button to shut off the game — but the correct time will show on the **LCD** even after the unit is turned off..

When you're "resting" in mode 1, you'll see some great "downtime" activities (like you will in all six modes). Press the **RIGHT** button to toggle through the six modes and the clock (Mode 1, Mode 2, Mode 3, Mode 4, Mode 5, Mode 6, Clock, and then back to Mode 1 again). If you press the **LEFT** button, the mode icons will flash on in reverse.

From the **MAIN MENU**, use the **LEFT** and **RIGHT** buttons to move from mode to mode. When you see the mode you want, press **ENTER** to go to that mode.

1. MODE 1

In mode 1, the unit generates a new face randomly for you. The face flashes on screen for a few seconds. Then you must **COMPOSE** the face, using the various facial features.

Use **UP/DOWN** to select the different facial features (like HAIR, FACE, NOSE, etc.) and then use **LEFT/RIGHT** to toggle the variations within each feature. Press **ENTER** when you are finished composing the WHOLE face. (Don't press **ENTER** after each selecting each facial feature and feature variation.)

After pressing **ENTER**, "WRONG" will display on screen and you'll hear an error tone if you haven't remembered the face correctly. If you're correct, "RIGHT" is displayed. In either case, a new face will appear for several seconds and the game continues!

2. MODE 2

It's just like mode 1 but for 2 players. A face flashes on screen for several seconds. Then "P1" displays on screen, indicating that Player 1 will go first.

Player 1 presses **ENTER** to start — and then he/she starts composing the face, once again, using the **LEFT/RIGHT** and **UP/DOWN** buttons. Unlike mode 1, a timer now starts! You're on a time limit now! When you think you have recreated the face that flashed on screen, press **ENTER** again.

The unit will then automatically check the face — and flash the correct face on screen. If the face is correct, then "RIGHT" is shown. If the face is not correct or if time expires, , "WRONG" is shown on screen.

Then "P2" (for Player 2) displays. Player 2 presses **ENTER** and a face flashes on screen and the timer begins! Now it's Player 2's turn to try and match the face using the **LEFT/RIGHT** and **UP/DOWN** buttons.

As with Player 1, the player presses **ENTER** when they are done — and if Player 2 has correctly matched the face, "RIGHT" appears on screen. Of course, if Player 2 does not match the

face or time expires, then "WRONG" appears on screen.

"P1 WINS" or "P2 WINS" will show on the display now to show who wins. After "P1 WINS" or "P2 WINS" shows on screen, the unit will return to the main menu. Of course, pressing **ENTER** will start a new game in this same mode.

3. MODE 3

In mode 3, you can store up to 10 faces and edit them. When entering this mode, if no face is stored, the unit will go directly to creating a new face. Use **LEFT/RIGHT** and **UP/DOWN** to create the face — like you did in modes 1 and 2.

But **THIS TIME**, when you press **ENTER**, you can give a **NAME** to the face. Use the **UP/DOWN** arrow to select the letter and **RIGHT** to move the cursor position. Then also press **ENTER** again to save the name. The unit will accept the face with the name. After the face is created, the unit will return to the main menu. If you press **ENTER**, you will see the first face!

Viewing the stored face:

If there are faces stored in the unit when entering that mode, then the first face is shown on screen. Press **LEFT/RIGHT** to toggle between the **NAME DISPLAY** and the **FACE DISPLAY**. Press UP/DOWN to browse through all the faces stored in this mode.

Modify the stored face:

Press EDIT to modify the face shown on screen. The procedure is exactly the same as you used to create the face — except now you will see the original components you have chosen.

Add a new face:

Press **ENTER** to add a new face. The procedure is the same that you used when creating your first face in the mode. But if you already have stored 10 faces, the mode is now "**FULL**" (only 10 faces and names can be stored).

4. MODE 4

This is the GROOMING mode. It's divided into 2 groups: male and female. The sex of the grooming preference is **PRESET** by the last face you created or stored. Sex is determined by hair variation. So if you edit or create a face with **LONG HAIR** and store it, then the grooming sequence will be female.

Enter the mode:

When entering the mode, the display will show choices of grooming sequence, like **COMBING HAIR** or **BRUSHING TEETH**. Press the **UP/DOWN** to display **ALL** the grooming choices you have. Of course, your choices will be limited by whether your face is a boy face or a girl face!

Then when you select a grooming sequence you like, press **ENTER** — and the face will **ACTUALLY PERFORM** the grooming sequence you entered! After the sequence is displayed, the unit will stay on the selection screen, so that you can choose another grooming sequence!

5. MODE 5

This is your **DRAWING MODE**. There's virtually no limit to the number of faces you can create! The face you draw can be stored in the unit until the next time you want view it or modify it!

Entering the mode:

When you enter this mode, the face you saved will display, with the cursor dot on the left top corner. The cursor will flash to indicate that it's there. When there is a previously drawn face, then the face will display with the cursor.

Move the cursor:

Press **UP/DOWN** to move the cursor up or down. Press **LEFT/RIGHT** to move the cursor left or right.

Draw the dot:

Pressing the **ENTER** button will make the current dot (the location of the cursor) black. Press **EDIT** to make the current dot white (erase function).

Save and quit:

Press **MENU/QUIT** to quit this mode and your face is automatically saved. You are then prompted to enter a name for your face. Add a name using the same procedure for "naming" you used in mode 3. Press **ENTER** to enter the name.

6. MODE 6

This is the "Guess Who" mode for multiple players. The first player creates a face, the same way faces are created for modes 1, 2, and 3. Then the first player enters a name and presses **ENTER**. Then the display switches back to the face again and a timer starts!

The first player passes the unit to the second player. The second player has to try and figure out who is the face the first player entered! The second player can switch to and through from the face display screen to the name entering screen by pressing **EDIT**. After the second player enters the name, press **ENTER** and the unit will check it. You'll hear an error tone if you're wrong. After the game is complete, the unit goes to the main menu. Of course, you can press **ENTER** to restart the game from this same mode!

7. ENJOY THE DOWNTIME!

When you're on the main menu and no key is pressed for awhile, you'll see randomly generated faces — doing wonderful "face" things — like winking, smiling, and so much more.

8. TAKING CARE OF YOUR FACE

Each day, a face will alert you with 5 seconds of beep at certain times during the day. When you hear this beeping, you know your face needs some special grooming! If you don't take care of your face by giving it the grooming that it needs, then every additional minute, the face will beep again! This will keep happening until you play a grooming sequence (ANY grooming sequence will do, just so long as you give your face the attention that it deserves!)

Once it's 10:00pm, your **GIGA FACES** unit will stop alerting you that it needs something until the next morning.

The alerting will still take place even when the game is turned off. After beeping an alert, the unit will be on the main menu with more great "face" animations for you to enjoy! You can press **ON/OFF** to turn off the game. When the game is turned off, the time still shows on the screen. You are now in clock mode.

When you don't push any keys in 3 minutes, the game also turns back to the main menu and the faces begin to entertain you (and themselves) with their great features. **GIGA FACES** is almost alive, isn't it???

INSERTING THE BATTERIES

To activate your Giga Faces game, pull the plastic tab from back of game.

To insert the batteries, remove the battery compartment cover at the back of the game. (To remove cover, unscrew the cover, then push the cover in the direction of the arrow).

Insert two 1.5V "LR44" or "G13-A" button cell batteries. Making sure to align "+" and "-" as shown. (BATTERIES INCLUDED) Installation of battery should be done by an adult.
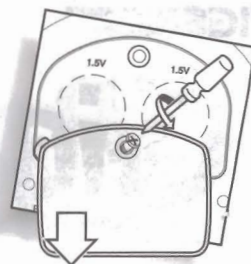
TO ENSURE PROPER FUNCTION :

- do not mix old and new batteries.
- do not mix alkaline, standard or rechargeable batteries.
- battery installation should be done by adult.
- non-rechargeable batteries are not to recharged.
- rechargeable batteries are to be removed from the toy before being charged (if removable).
- rechargeable batteries are only to be charged under adult supervision (if removeable).
- only batteries of the same or equivalent type as recommended are to be used.
- batteries are to be inserted with the correct polarity.
- exhausted batteries are to be removed from the toy.
- the supply terminals are not to be short-circuited.

CAUTION/DEFECT OR DAMAGE

High temperature will destroy the unit. Do not leave unit in direct sunlight.
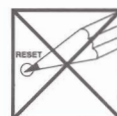
Do not use a pencil or pin to press the RESET switch. Use a ball-point pen.

Do not press the liquid crystal display and avoid heavy shock or the display may fail.

Clean only with a piece of soft dry cloth.

If a part of your game is damaged or something has been left out, DO NOT RETURN THE GAME TO THE STORE. the store doesn't have replacement part.

Instead, write to us at:

TIGER ELECTRONIC TOYS REPAIR CENTER
980 Woodlands Parkway, Vernon Hills,
Illinois 60061, U.S.A.

In your note, mention the name of your game, your game's model number, and tell us briefly what the problem is. also include sales slip, date, place of purchase and price paid. we will do our best to help.

90-DAY LIMITED WARRANTY

Tiger Electronics, Inc. (Tiger) warrants to the original consumer purchaser of this product that the product will be free from defects in materials or workmanship for 90 days from the date of original purchase. This warranty does not cover damages resulting from accident, negligence, improper service or use or other causes not arising out of defects in materials or workmanship.

During this 90-day warranty period, the product will either be repaired or replaced (at Tiger's option) without charge to the purchaser, when returned with proof of the date of purchase to either the dealer or to Tiger.

Product returned to Tiger without proof of the date of purchase or after the 90-day warranty period has expired, but prior to one year from the original date of purchase, will be repaired or replaced (at Tiger's option) for a service fee of U.S.$9.00. Payments must be by check or money order payable to Tiger Electronics, Inc.

The foregoing states the purchaser's sole and exclusive remedy for any breach of warranty with respect to the product.

All product returned must be shipped prepaid and insured for loss or damage to:

Tiger Electronics, Inc. Repair Dept.
980 Woodlands Parkway
Vernon Hills, Illinois 6006l, U.S.A.

The product should be carefully packed in the original box or other packing materials sufficient to avoid damage during shipment. Include a complete written description of the defect, a check if product is beyond the 90-day warranty period, and your printed name, address and telephone number.

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